KEMCO ▲ SEIKA

NES-H8-USA ★

THE BUGS BUNNY™ BIRTHDAY BLOWOUT

INSTRUCTION BOOKLET

This official seal is your assurance that NINTENDO® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM.®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. This could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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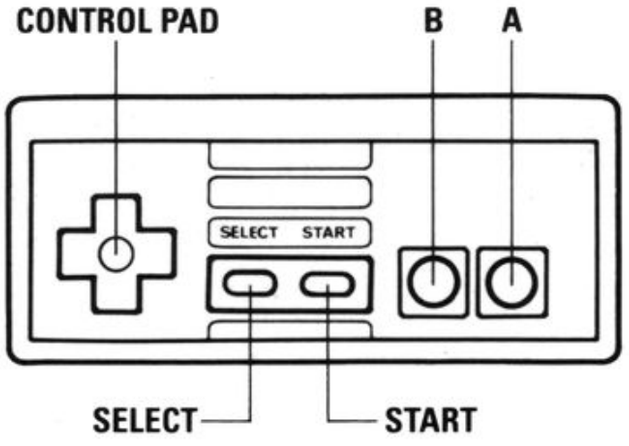
It's Bugs Bunny's 50th birthday and a grand celebration has been planned by his fan club. However, his fellow Looney Tune pals are jealous of all the attention that Bugs is receiving. After all, no one has ever given such parties in

their honor! It's up to you to guide Bugs to his birthday celebration. To do so, you'll have to avoid the other Looney Tune characters and the contraptions they have unleashed to prevent Bugs from reaching the party.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.



Control Pad:

Used to move Bugs Bunny. Use the up and down directions to help Bugs climb ladders. Use the down direction to enter the boulder wells, etc.

SELECT Button:

Used to pause the game.

START Button:

Used to start the game and to pause the game during play.

A Button:

Used to make Bugs jump. Also used to start each round.

B Button:

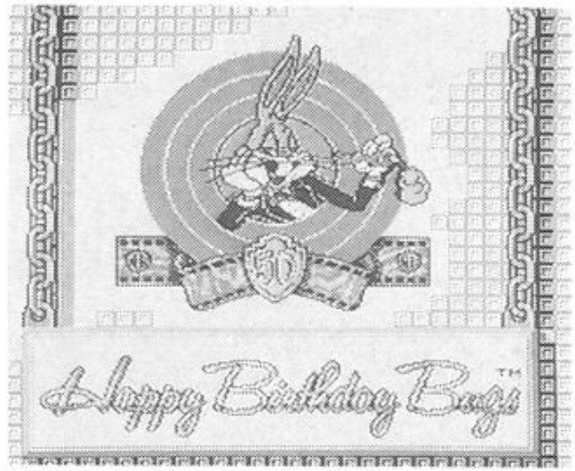
Used to swing the hammer.

HOW TO PLAY:

Starting the Game:

When the title screen appears, press START to begin the game.

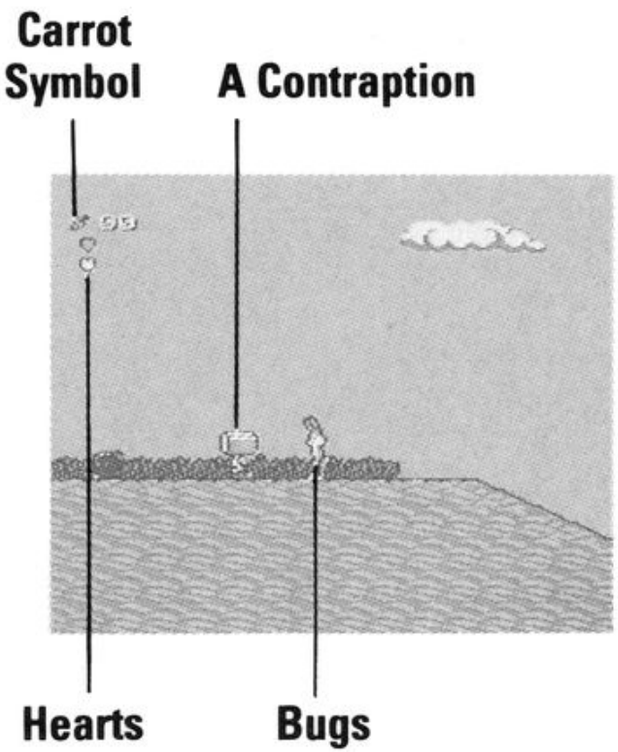
Read the next few screens to find out about the party. Press the A or B Button to go to the next screen.



The Objective:

You begin the game with 3 lives. Your goal is to help Bugs reach the birthday party. To do so, you must avoid or eliminate the other Looney Tune characters and the contraptions. To eliminate a contraption, press the B Button to swing the hammer when you are facing the contraption and close enough to hit it.

If you are caught by one of the contraptions, you will be stunned for a short time. While stunned, you cannot use the hammer. If you are caught twelve times, you will lose a life. The status of your current life is indicated by three hearts in the upper left corner of the screen. Each heart starts out red, turns white, then black and then clear when you are caught by one of the characters or contraptions.



You can also lose a life by falling off the screen. Fortunately, you can obtain an additional heart by hitting the Fireball with the hammer and picking up the heart that it leaves behind. This is easiest to do if you jump on top of the Fireball contraption and then hit it.

Sometimes, you may find useful to hide behind some of the large plants you encounter. Along the way, you should pick up as many carrots as possible. The number of carrots you have picked up is shown in the upper left corner of the screen. The more carrots you have at the end of a round, the more chances you have to earn extra lives during the Bonus Bingo round. When you arrive at the Bonus Bingo round, you can choose 5 numbers by pressing the A Button. Line up enough numbers and you can get extra lives!

Controlling Bugs Bunny:

Use the left and right directions on the control pad to move Bugs. You can use the up and down directions to help Bugs climb up and down ladders. Press the A Button to make Bugs jump. The longer you hold down the A Button, the higher Bugs will jump.

Using the Hammer:

The hammer is useful for eliminating contraptions. To use the hammer, face in the desired direction and press the B Button. The hammer is also useful when you encounter things like a seesaw. You can use the seesaw to jump higher than you would normally be able. To use the seesaw, stand on one end and strike the other end with the hammer.

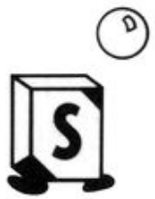
Using the Boulder Wells:

The boulder wells are the entrances to secret passageways. To use these passageways, wait for the deadly boulder to disappear and then jump into the well. Next, press the down direction on the control pad and you will appear in another area.

A Guide to the Contraptions:

Comet

Boulder Well



Evil Soap Box and Bubble (Red)

Fireball

Ghost

Good Soap Box (Grey)

Jumping Telescopic Bullet Sprinkler

Malicious Mallet

Poisonous Frog

Walking Time Bomb

Spring Loaded Weight

Stop Light Worm

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the recieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040 or in CA 213-373-8127. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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